

Name. _____		Printed Pages:01		
Student Admn. No.: _____				
School of Computing Science and Engineering Backlog Examination, June 2023 [Programme:BCA] [Semester: IV] [Batch:]				
Course Title: Modelling and Animation Using MAYA Course Code: BCAP2041		Max Marks: 100 Time: 3 Hrs.		
Instructions:	1. All questions are compulsory. 2. Assume missing data suitably, if any.			
		K Level	COs	M ar ks
SECTION-A (15 Marks)		5 Marks each		
1.	List the Blend Shape Weights Tool.	K1	CO1	5
2.	Identify the term Deformer	K2	CO2	5
3.	Outline about Refining Animation	K1	CO3	5
SECTION-B (40 Marks)		10 Marks each		
4.	Illustrate about Polygon Basics and Poly Editing Tools	K3	CO1	10
5.	Explain about Skeletons Clusters and Lattices	K5	CO2	10
6.	Discover the steps for Animation process	K3	CO3	10
7.	Examine the procedure for Creating Poses OR Illustrate blending and Sharing Clips	K4	CO4	10
SECTION-C (45 Marks)		15 Marks each		
8.	Explain about Animating with Maya's new Body IK Setup	K5	CO4	15
9.	Generalize the term Multimedia Clippings.	K5	CO5	15
10	Discuss about the concept of Advancement in Multimedia. OR Evaluate the term Research Methodologies.	K6	CO6	15